

In the Claims:

Please enter new claims 11-29, and amend the remaining claims as follows:

Claims as amended:

1. A game device comprising:
communication means for sending information that is to be needed for a process of game from a players' side to a station's side through a communication line, and
analysis means for analyzing said information so sent on said station's side, and
sending means for sending the players' side the results of the analysis from the station's side, wherein
the game can be developed through information interchange.
2. A game device as set forth in Claim 1, wherein said players' side sends parameter that is to be needed for the process of game to said station's side.
3. (Amended) A game device as set forth in Claim 1 [or 2], wherein said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.
4. (Amended) A game device as set forth in [any of Claims 1 to 3] Claim 1, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order.
5. (Amended) A game device as set forth in [any of Claims 2 to 4] Claim 2, wherein said players' side consists of a plurality of teams or players.
6. A game system, wherein said players' side sends information that is to be needed for the process of game to said station's side through the communication line, and wherein said information so sent is analyzed by said station's side so as to send the results

of the analysis that can be a hint as to the process of game from the station's side to the players' side, so that the game can be developed through information interchange.

7. A game system as set forth in Claim 6, wherein said players' side sends parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange.

8. (Amended) A game system as set forth in Claim 6 [or 7], wherein said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

9. (Amended) A game system as set forth in [any of Claims 6 or 8] Claim 6, wherein parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.

10. (Amended) A game system as set forth in [any of Claims 7 to 9] Claim 7, wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

11. A game device as set forth in Claim 1, wherein said players' side sends parameter that is to be needed for the process of game to said station's side; and
wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.

Cont

A1
Sub

12. A game device as set forth in Claim 2, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order.

13. A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and
wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order.

14. A game device as set forth in Claim 1, wherein said players' side sends parameter that is to be needed for the process of game to said station's side;
wherein said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and
wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order.

15. A game device as set forth in Claim 1, wherein said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and
wherein said players' side consists of a plurality of teams or players.

16. A game device as set forth in Claim 1, wherein said players' side sends parameter that is to be needed for the process of game to said station's side; said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and
wherein said players' side consists of a plurality of teams or players.

17. A game device as set forth in Claim 1, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order; and

wherein said players' side consists of a plurality of teams or players.

18. A game device as set forth in Claim 2, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order; and

wherein said players' side consists of a plurality of teams or players.

19. A game device as set forth in Claim 1, wherein said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed, said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order; and

wherein said players' side consists of a plurality of teams or players.

20. A game device as set forth in Claim 1, wherein said players' side sends parameter that is to be needed for the process of game to said station's side;

wherein said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order; and said players' side consists of a plurality of teams or players.

21. A game system as set forth in Claim 6, wherein said players' side sends parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

Cont
A1
58
36
T04030"15264350

wherein said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

22. A game system as set forth in Claim 6, wherein said players' side sends parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

wherein said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.

23. A game system as set forth in Claim 6, wherein said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.

24. A game system as set forth in Claim 6, wherein said players' side sends parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange, said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.

Cont
A1

25. A game system as set forth in Claim 6, wherein said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

26. A game system as set forth in Claim 6, wherein said players' side sends parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange, said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

27. A game system as set forth in Claim 6, wherein parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

28. A game system as set forth in Claim 6, wherein said players' side sends parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

Cont
A1

502
1026

102610300

wherein said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

29. A game system as set forth in Claim 6, wherein said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange, said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

Clean copy of amended claims:

502
1026

3. (Amended) A game device as set forth in Claim 1, wherein said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.

4. (Amended) A game device as set forth in Claim 1, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order.

5. (Amended) A game device as set forth in Claim 2, wherein said players' side consists of a plurality of teams or players.

A2

Sub B6
A3
8. (Amended) A game system as set forth in Claim 6, wherein said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

9. (Amended) A game system as set forth in Claim 6, wherein parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.

10. (Amended) A game system as set forth in Claim 7, wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

Respectfully submitted,

Date: May 7, 2001

John P. Moran 30,906 for
Edward A. Pennington,
Registration No. 37,134
Swidler Berlin Shereff Friedman
3000 K Street, NW, Suite 300
Washington, DC 20007
Telephone: (202) 424-7605
Facsimile: (202) 424-7647